Here it is, the very late NEWS 12.999999, the last of the "freebie" issues. Yes, that's right ! If you ordered the six in advance they don't begin until No.14. We've been remarkable busy here, distributing HACK PACKS to all and sundry and the BBC SYMPHONY ORCHESTRA. Did you spot my cryptic remark about SPEEDLOCKS in the last news ? All set to deceive - as I have been beavering away at what a more gushing air-raid warning company might call the ULTIMATE UNLOCKER. I've called it BONZO BLITZ - and it is damned expensive ! My promised "blow by puff" explanation of SPEEDLOCKS follows later - isn't it a shame that the authors of such an anti-computer user routine can't apply their talents to something of benefit to us all ? A veritable barrow full of "bumph" from rain-powered "meddlers" has led to a NEWS with a difference. The great bulk of the contents are reserved for your own routines, cheats, cribs and pleas. Publish and be damned, I thought, but put all the addresses in where appropriate 'cos I can't check everything submitted. A word for Mike Penny [or is it Perry ?], who was the expert knocker analyser who came up with TINA SMALL (figuratively speaking) for last months BIG BUST. I got his name wrong, and fame is such that he will change his name by deed poll to PERRY [or is it PENNY ?] - sorry Mike ! It is Mike, isn't it ?

ROMANTIC ROBOT - [Catalogued as "STEEL COUPLINGS"] and the like, and the "black box defeat" programs as mentioned last month. Strictly not the province of this meddler, but a lot more have been noticed. However, they should worry us not as we still manage to dig up specials.

That's my bit of garbage, on to the real stuff. The figures after OPTION headings refer to the TOTAL number of transfers confirmed including the list that follows. In all cases where OPTION 1 and RANDAM/HACKPACK are reported the credit is given to OPTION 1. Thus figures for OPT 2/3/RANDAM-HACKPACK represent transfers that are exclusive to each OPTION.

COMPILATION NEWS

SPORTS PACK - BOTH BASKETBALL and BASEBALL are "no go" - and defeat "black boxes". FOOTBALL, strangely is OPTION ONE and defeats nothing !

ACTION REPLAY [Design Design], ALL THREE are OPTION ONE.

ALIEN HIGHWAY in a recent Compilation is OPTION ONE. Neil Gore's suitable one line loader follows:

```
10 MEMORY &9fff: LOAD"AH.BIN":POKE &bcc8,&c9:POKE &bc6e,&c9:CALL &a000
```

Recognise it ? Suitable memory and call address changes deals with a lot of OPTION 1 binary loaders. [See instructions OPT 2]

OPTION 1 [281] STANDARD TRANSFERS.

A hefty lot of "new" reports, mostly minor or no alterations.

The symbols "N" = DO NOT RELOCATE, "C" = FROM COMPILATION TAPE, "*" SEE NOTES FOLLOWING.

RED SCORPION, YABBA DABBA DOO, LASER BASIC, MATHS MANIA, MARTIANOIDS, PYRAMYDYA, STARWRECK, SEAS OF BLOOD, SUPERPIPELINE II. SEPULCHRI, TOUCHDOWN USA, VERY BIG CAVE ADVENTURE*, WIZ BIZ, WONGS LOOPY LAUNDRY, 3DC(C), AIRWOLF II (C), ALIEN HIGHWAY (C), BOWLING (C), BAT & BALL (C) - inspired title !, THE BELLS, BUSTERBLOCK, BETTER SPELLING (I know !), BIG SLEAZE, CUSTARD PIE FACTORY, CASTLE BLACKSTAR, CLASSIC ADVENTURE, CUBIT, CRYSTAL THEFT, DARKWURLDE, DEAD OR ALIVE, DAWNSLEY, EUROPEAN GAMES*, FRIDAY 13th., FREEDOM FIGHTER, GREMLINS, GREED GORIANOS, INTERNATIONAL CRICKET, HALL OF THINGS(C), PAPERBOY. STAR COMMANDO.

As Alister Fitzsimmons points out it is very often easier to RUN a main file rather than trying to work out a basic loader where the first file is binary. If the main file has an "EXEC" address not being 0 as revealed by OPTION 4 then simply RUN it !

Ken Laidlow points out that the ROBIN OF SHERWOOD transfer will "save games" to disc if the tape suppression pokes are used :-

```
10 MEMORY 24575: LOAD"BOOTER":POKE &bcc8,&c9: POKE &bc6e,&c9: CALL 24576 : REM LOADS ROBIN OF SHERWOOD-SAVED GAMES TO DISC.
```

EUROPEAN GAMES - PIP's Loader

```
5 REM: EURO GAMES LODER - P.I.P. APRIL 1987
10 MEMORY &1f34: LOAD"DISC.BIN",&1f40
20 FOR X= 0 TO 24:READ A$:POKE &1f35+X,VAL("&"+A$):NEXT:CALL &1f35
30 DATA 21,40,1f,11,40,00,01,f2,11,ed,b0,21,ff,ab,11,fc,a6,0e,07,cd,ce,bc,c3,e2,00
```

V. BIG CAVE ADV. - D.Cordner

```
5 MODE 0:BORDER 0
10 FOR F=0 TO 15:READ A:INK F,A:NEXT
20 RUN"CAVES1" [ OR CAVES2 ]
30 DATA 0,3,26,6,15,24,25,27,10,11,2,
   21,4,8,10,0
```

OPTION 2 [52] HEADERLESS FILES.

Useful news in.

BOULDERDASH III, JOHNNY REB II, QUESTOR, TOURNAMENT SNOOKER.

Except for JOHNNY REB II, the loaders are exactly as you will sort out following the instructions ! JOHNNY REB II is Keith Hankin's "fix" [great saving over HACKPACK/RANDAM version], which is a trick not unknown to many meddlers !

JOHNNY REB II Keith Hankin's OPTION 2 fix.

a] Skip past the loading screen, and transfer the file that follows ["A.BIN"] with OPTION 1.

b] Return to basic and put a spare tape in the deck, now use this "shortie" to lift the file from disc and save to tape with an EXEC address:

```
10 |disc: MEMORY &9fff: LOAD"A": |TAPE: SAVE"A",B,40960,20,40960
```

c] The master tape should be positioned just past the "A" file. Put the spare tape in deck, rewound and run BONZO OPTION 2. The short file should be picked up and dumped to disc as BACK1. Deftly switch tapes to the master tape, and OPTION 2 will continue reading from that (if it was correctly positioned) and dump the file "B1". The "loader" for BACK1 is exactly per instruction.

WARNING The "save to disc" option of JR II, re-formats the ENTIRE disc to a "funny" format. This is an undocumented "nasty" - so when playing it have a BLANK disc in the drive if you intend to save games.

RENAME MASTERX FILES - JASON'S "GOODIE"

```
10 ' RENAME Program For MASTERX - Written By J.Brooks 1987
20 CALL &BC02:BORDER 11:INK 0,11:INK 1,6:PEN 1:PAPER 0:MODE 1
30 PRINT"Insert Disc with B1,C1,D1 Files":PRINT"And Press Any Key When Ready":CALL &BB18
40 CLS:PRINT"Input New Filename upto 7 characters.":INPUT n$
50 IF LEN(n$)>7 OR n$="" THEN 40
60 |REN,"1"+n$,"b1.bin":|REN,"2"+n$,"c1.bin":|REN,"3"+n$,"d1.bin":LOAD"runmast.bin"
70 POKE &BEA0,LEN(n$)+1:m$="0"+n$
80 FOR i=1 TO LEN(m$):POKE &BF0E+i,ASC(MID$(m$,i,1)):NEXT
90 SAVE n$,b,&BE90,&90,&BE90:MODE 1:CAT:NEW
```

OPTION 3 [48] FLASHLOADERS.

MISSION JUPITER, the only "new" one. If you tend to buy the expensive "! !" second file games then see the BONZO BLITZ bit !

RAMDAM,RAMDAMX or HACKPACK [134]
RAMDAM
PARK PATROL B-N, REALM A-N, DOORS OF DOOM.
RAMDAMX
HOBBIT (LATEST) BY, LEGIONS OF DEATH BN [NOT as previously reported].

HACK PACK WE EXPECT HACK PACK to cope with all previously listed RAMDAM transfers. Hence the accent is liable to be on HP transfers for future reports. Note that LR = LAST RESORT. EX = EXPANDED MACHINES ONLY.
RUN FOR GOLD, MONSTERS MURDAC(LR), DAWNSLEY, STRIKE FORCE COBRA, ROCKETBALL (EX), DESTRUCTO ISLAND, JACK AND BEANSTALK, ULTIMA RATIO, VERA CRUZ, PALITRON (EX), STAR RANGER (EX), THINK, RAGING BEAST, AFTERSHOCK, SD SNOOKER, AMSKEY (!), SLOCK (!!), RADZONE. GALLETRON.
Phil (THE DRUID !) reports VERA CRUZ - it is simply a matter of following game instructions to load part one - THEN the TAB key ! Do same for part two. When playing from disc and changing to part two you will need to "hard reset" and RUN"VERA2".
Layaqat says RAGING BEAST is dreadful !   HACKPACK under BIGBONZO FORMAT ? Try this as a one liner all embracing loader;
        10 LOAD"FILENAME": POKE 200,&31:POKE 201,0:POKE 202,&c0:POKE 203,&c3:POKE 204,&8e:POKE 205,&be:CALL 200

SPECIALS
These programs, that cannot be done via BSM, or any utility [some can be done via BANKRAID on a 6128] short of a magic box**, represent the hard work of a number of gifted "meddlers", plus the ones that I do myself. * = Do it yourself with BANKRAID !
EVERYONE'S A WALLY*,HIGHWAY ENCOUNTER, ALIEN HIGHWAY, MOONCRESTA, STARSTRIKE2, DRUID, NICK FALDO PLAYS SOMETHING, GET DEXTER. 3 WEEKS IN PARADISE*, EQUINOX*, SAI COMBAT, NIGHT GAMES (2 full sides , 6128 only at present), ZAXXON, BOUNDER*, THING ON DING*, ROCKY HORROR, STAINLESS STEEL* , BATTLE OF THE PLANETS, TOMAHAWK,TRIVIAL PURS(main file only), TLL*, FIGHTING WARRIOR, MERMAID MADNESS, STARGLIDER, NODES OF YESOD, SPLIT PERSONALITIES, JACK the NIPPER, ELEKTRAGLIDE, REVOLUTION. GALIVAN. EAGLES NEST. COP OUT. KNIGHT RIDER, BEACHHEAD 2, BIGGLES, MISSION ELEVATOR, PACIFIC, TARZAN, HYPERBOWL, NINJA, FLYSPY. HOLLYWOOD OR BUST, DANDY, BACK TO FUTURE, ALIENS, SUPERSLEUTH, FEUD, SUPERMAN, TENTHFRAME , THAI BOXING, KRAKOUT, LORDS OF MIDNIGHT, SCALEXTRIC, DYNAMITE DAN II, 5TH AXIS, CYCIT, AUFW MONTY, 2112AD, STRIKE, PRODIGY, HOWARD DUCK, ONE, MERCENARY, AMAZING SHRINKMAN, MOVIE, BACTRON, INFODROID, AMERICA'S CUP [6128], ENDURO RACER , THING II, NIGHT GUNNER, MISSION GENOCIDE, HIJACK, CHAMPIONSHIP BASEBALL,HACKERII SPACEACE, BUMPSET STRIKE, RAMARAMA.
I have removed several from the list that BONZO BLITZ can cope with, but they are still available if needed. Charges: £6.00 per disc (we supply the disc and return postage) regardless of number of games on disc. An inlay as proof of ownership of the tape version is required - allow for a maximum of 6 games per disc, although often more will fit on. Also let me know which machine you have, I have different versions for each machine in a few cases. Remember to count a "double" when a game has two independent parts [BIGGLES as example]. ** EVEN THE MAGIC BOX FAILS ON SOME !

BONZO CLONE ARRANGER
I remind you that the PRIMARY purpose of BCA is not the disc-to-disc clone operation. Nonetheless, I am happy to keep up-dating the reports.Further reports bring the list that can tranfer via BCA; THEY SOLD A MILLION 1, RAINBIRD MUSIC SYSTEM, WINTER SPORTS, HITCHHIKERS GUIDE,TASWORD,PROTEXT, SORCERY+, ELITE, STRANGELOOP+ WAY OF THE TIGER,MONTY ON THE RUN,3D STUNTRIDER,LORDS OF MIDNIGHT,TANK COMMANDER,HYPERSPORTS,VIEW TO KILL,MINI OFFICE II,TORNADO LOW LEVEL,NEVER ENDING STORY,RAID OVER MOSCOW, and MACROCOSMICA, SIREN'S MASTERDISC [WHO DAT], FROSTBYTE, WRIGGLER, BATMAN, GAC, NODES OF YESOD, LOCKSMITH, THE KNIFE,TOMAHAWK, JACK THE NIPPER, WINTER GAMES, AMSTRAD MUSIC BOX, ALIEN HIGHWAY, THE ANIMATOR, TAU CETI SPECIAL EDITION, ADVANCED (RAINBIRD) MUSIC SYSTEM. ART STUDIO(RAINBIRD).THE EIDOLON* REMBRANDT, KWIKFILE(MPS), TOOLKIT(BEEBUG), TOBRUK, STARSTRIKEII, STARGLIDER, SWEEVO'S WORLD, LITTLE COMPUTER PEOPLE, GAUNTLET, COMPUTER HITS 6, MARSPORT, BARRY M.BOXING, BOOTS 4,3,2 PACK, ZOMBI*, LASER GENIUS, HEARTLAND, 5 STAR GAMES, VERA CRUZ, EASIART, MICRODRAW, FAITLIGHT, AMTIX (what was that ?) ACCOLADES. KORONI'S RIFT, SCRABBLE, AMSOFT CHESS, CDS BRIDGE, AUFW MONTY. GOOCH CRICKET, MOON CRESTA, EQUINOX, STAINLESS STEEL.
It is possible to manually crack the "cloned" disc of "self destruct" jobs [with a GOOD knowlege of MCode, the right "kit" and plenty of time !] but as far as BCA goes, these must rate as a "no go">BIGGLES, KNIGHT GAMES, LORD OF RINGS, TRIVIAL PURSUITS, WORKING BACKWARDS,SPINDIZZY, MELTDOWN, 2112AD, GOLD COLLECTIONII. K-COIN OP GAMES. LIVINGSTONE. COSA NOSTRA. TENSIONS. LEADERBOARD, SUPERCYCLE, TOP GUN, PLAYERS PACK, BALLBLAZER, VERA CRUZ, BEACHHEADII, DOOMSDAY. ARKANOID. TEMPEST.

DOO DAH The DISC-DISC option of DOO-DAH is able to cope with all the BCA listed clones" can also deal with TRIVIAL PURSUITS, THE "new" EIDOLON, LIVINGSTONE, COSA NOSTRA. DURELL BIG FOUR, SUPERCYCLE, HIVE, LITTLE COMPUTER PEOPLE, KNIGHT GAMES. SHORT CIRCUIT, LEADERBOARD, SPITFIRE40, ARKANOID, ELITE 6 PAK, INFILTRATOR, KONAMI COIN OPS, TOPGUN. IKARI WARRIORS. DRAGONS LAIR II, SILENT SERVICE.

Known "no go" are LORD OF RINGS, DOOMSDAY, BALLBLAZER, SHAO LIN'S ROAD, ENDURO RACER, TEMPEST, ZAP PAK.

WARNING Attempting to use BONZCOPY for files LONGER than 42,683 bytes can [consider it will !] cause nasty results. BSM OPTION 4 will give you the length if in doubt. *DISC protection systems are constantly changing on re-issues !

BANKRAID - *THE 6128/464+RAMPACK + a litte knowledge SUPER ROUTINE. Only available from Neil.* Neil was "hustled" to write his second article for BANKRAID users, and duly obliged. Keep sending him your info ! If you've not got a copy of BANKRAID and have a 6128/expanded 464, a small knowledge of M/Code and a modest offering for Neils R & D [Rusks and Drinkies ?] then send him a disc and all will be revealed ! RETURN POSTAGE TOO PLEASE !

G'DAY.....

For all of you who dare to stay inside and miss the blindingly hot weather, here are a few Bankraid addressses.

1. Copout   Mode 1   Patch &202e   Locate &30
2. Trailblazer   Mode 1   Patch &2082   Locate &30
3. Jack the Nipper Mode 1   Patch &a057   Locate &bf00
4. Rock And Wrestle Mode 0   Patch &9f4a   Locate &30
5. Ghosthunters   Mode 1   Patch &a4fc   Locate &bf00

On to the CAGE RATTLER for this month, and no wedges given for guessing what it is !

>> TRIVIAL PURSUIT <<

This transfer was done on the GENUS edition, and still requires that the questions are loaded from cassette. The other editions should transfer in exactly the same way. Get a disc, run DUMMY and use name = TRIVIA and mode =2. Run INSTALL from bankraid disc Enter and run this program, with the cassette in the player.

```
5 |TAPE:MEMORY &2FFF:LOAD "",&3300
10 FOR U=&30 TO &37:POKE &3379+(U-&30),PEEK(U):NEXT:OUT &7F00,&C6
20 RESTORE:FOR U=1 TO 9:READ A$:POKE VAL("&"+A$),&3F:NEXT
30 DATA 4003,4007,400B,400F,4013,4017,401B,4021,4029
40 OUT &7F00,&C0:FOR U=1 TO 9:READ A$,B$:POKE VAL("&"+A$),VAL("&"+B$):NEXT
50 DATA 330b,30,33ae,37,33af,c9,3367,cd,3369,20,3316,18,3317,1,335b,18,335c,03
60 FOR U=1 TO 7:READ A$:POKE VAL("&"+A$),0:NEXT
70 DATA 3368,3316,3317,3318,335D,335E,335F
90 FOR loop=&2000 TO &202F:READ s$:POKE loop,VAL("&"+s$):NEXT:CALL &2020
100 DATA 3E,BF,DD,BC,20,15,3E,FF,DD,BD,20,0F,E5,21,01,20
110 DATA 36,00,E1,DD,21,FF,FF,DD,71,00,C9,DD,71,00,C9,00
120 DATA 21,00,33,11,00,03,01,00,02,ED,B0,C3,00,03,00,00
```

Run SWAG2, using the same disc as before. Enter and run this, with your disc in the drive:-

```
10 MEMORY &7FFF:LOAD "TRIVIA",&8F00
20 POKE &8F22,&C3:POKE &8F23,&37:POKE &8F24,&8F
30 A$="TRIVIA.BIN":|ERA,@A$
40 SAVE "TRIVIA.BIN",B,&8F00,&F0,&8F00
50 A$="ATRIVIA.BIN":|ERA,@A$
60 FOR U=1 TO 3:READ A$,B$:A$=A$+".BIN":B$=B$+".BIN":|REN,@A$,@B$:NEXT:MODE 2:CAT:END
70 DATA ATRIVIA,BTRIVIA,BTRIVIA,CTRIVIA,CTRIVIA,DTRIVIA
```

Use RUN "TRIVIA" ! Too much space spoils the broth, so it looks like I must go now.   NEIL MC.

***NEIL MacDOUGALL** 130 Robin Way, CHIPPING SODBURY, BRISTOL, BS17 6JS.*

THE "BIG BUST" Supporters Club

First a "TWIGGY" for STORMBRINGER from Jason. Got lots for this from many meddlers - but Jason's was the one to hand !

STORMBRINGER by JASON

```
10 ' Tape - Disc Transfer For MASTERTRONICS STORMBRINGER - By Jason Brooks 1987
30 MEMORY 4999:|TAPE:LOAD"",&A000:|DISC:POKE &A013,&C9:POKE &A03E,&C9:POKE &A04C,&C9
40 CALL &A000:SAVE"stormb1",b,&1388,&1BD0,&1388:CALL &1388:OUT &FB7E,0:CALL &A016
50 SAVE"stormb2",b,&1388,&6CD6:FOR i=0 TO 4:INK i,0:NEXT:OUT &FB7E,0:CALL &A041
60 SAVE"stormb3",b,&C000,&3792:OUT &FB7E,0:CALL 5000
```

```
5 ' Loader For STORMBRINGER
10 MODE 1:BORDER 0:INK 0,0:INK 1,&1A:INK 2,&D:INK 3,&18:MEMORY &1387:LOAD"stormb1":CALL &1388
40 LOAD"stormb2":LOAD"stormb3":CALL &1388
```

The "bust" that follows is for BALLBREAKER, and by a regular contributor KEN LAIDLOW. I selected it as the main BIG BUST for this issue not because it is especially big, but for the methods employed. There are lots of "cleverclogs", myself included, who will readily heave to and say " What you ought to do is........". The problem is that the tape loader corrupts AMSDOS. KEN used the very sound principle of using what he is sure of, plus a bit of "sideways" thinking to solve it. Much easier than getting involved with the "exotica" of resets and LDIR'S ! The other plus is that ANYONE with a simple dis-assembler can learn a great deal from the small amount of code employed for maximum effect. Not only that, there are three ways to run it ! Just the main file [BBCODE] , via the first loader which gives the loading screen, or the second which has the infinite thingy touch ! Before anything else transfer the first file to disc using OPTION ONE - this is file "A". Rewind BALLBREAKER tape, and have a BLANK tape ready. Write this file (carefully) and run it with the rewound BALLBREAKER tape in the tape deck:

```
10 REM: TAPE/TAPE BALLBREAKER
20 CALL &BB4E:CALL &BBFF:MODE 1
30 BORDER 0:INK 0,0:INK 1,26:INK 2,20
40 PEN 1:LOCATE 15,11:PRINT"BALLBREAKER"
50 PEN 2:LOCATE 15,13:PRINT"Is  Loading".
60 MEMORY 29999
70 |TAPE:SPEED WRITE 1:LOAD"!a",30000
80 POKE &75C6,0:POKE &75C7,&BE
90 FOR n=&B000 TO &BE24
100 READ a$:POKE n,VAL("&"+a$)
110 NEXT
120 CALL 30000
130 DATA cd,18,bb
140 DATA 06,06,21,1f,be,cd,8c,bc
150 DATA 21,40,00,11,00,a0,01,40
160 DATA 00,3e,02,cd,98,bc,cd,8f
170 DATA bc,c3,40,00,42,42,43,4f
180 DATA 44,4f
```

When this has done it's work put your blank tape in deck, press PLAY & RECORD - then any key and the main file will load to tape. Clear your machine, on-off, and rewind tape. Use OPTION ONE to transfer it to disc. This file will run on it's own for BALLBREAKER. But as you already have file "A" on disc , this short loader will give you the screen as well:

```
10 REM BALLBREAKER DISC LOADER
20 CALL &BB4E:CALL &BBFF:MODE 1:BORDER 0:INK 0,0:INK 1,26:INK 2,20
30 PEN 1:LOCATE 15,11:PRINT"BALLBREAKER"
40 PEN 2:LOCATE 15,13:PRINT"Is  Loading"
50 MEMORY 29999:LOAD"a",30000:POKE &7568,&C9:CALL 30000:RUN"BBCODE"
```

Just to go one better, this loader will give you the screen AND infinite lives and missiles !

```
10 REM BALLBREAKER DISC LOADER
20 REM: INFINITE LIVES/MISSILES
30 CALL &BB4E:CALL &BBFF:MODE 1:BORDER 0:INK 0,0:INK 1,26:INK 2,20
40 PEN 1:LOCATE 15,11:PRINT"BALLBREAKER"
50 PEN 2:LOCATE 15,13:PRINT"Is  Loading"
60 MEMORY 29999:LOAD"a",30000:POKE &7568,&C9:CALL 30000
70 FOR n=&BE00 TO &BE26:READ a$:POKE n,VAL("&"+a$):NEXT:CALL &BE00
80 DATA 06,06,21,21,be,cd,77,bc,21,40,00,cd,83,bc,cd,7a
90 DATA bc,75,97,6f,65,32,bd,1e,22,d6,28,22,e1,28,c3,40
100 DATA 00,42,42,43,4f,44,45
```

JOTTINGS......
We have a meddler who is very anxious to obtain a copy of OLD SCORES by GLOBAL SOFTWARE [believed to be extinct !] any ideas ?
The entry code for part two of GAMEOVER is 10218, for ARMY MOVES it is 15372.
THE SPELLBOUND SAGA A number of different loaders issued for this game !
The answer to all of them seems to be to use STEWART's economy loader. Transfer with OPTION 1, RELOC. OFF, and delete all except the large ASCII file - ensure that it is named SPELLBOU.BAS and use this to run it ;

```
10 REM: SPELLBOU.BAS LOADER by SCR [ EDIBLE COMPUTERS ]
20 FOR S=&be00 TO &be28:READ A$:POKE S,VAL("&"+A$):NEXT:CALL &be00
30 DATA 06,08,21,21,be,11,00,0b,d5,cd,77,bc,e1,cd,83,bc,cd,7a,bc,21
40 DATA 1d,a6,11,1d,a7,01,1d,9b,ed,b8,c3,03,0c,73,70,65,6c,6c,62,6f,75
```

INFINITE WOTSITS and ETERNAL THINGIES

First a cosy little cheat for NEMESIS, the files exactly as transferred by BSM. Routine by HARRY of ELITE fame.

```
 5 REM: NEVERENDING NEMESIS BY HARRY.
10 ENT -1,1,9,1:ENT -3,2,-6,1,2,6,1:ENT -5,1,-2,1:ENV 1,2,-1,2:ENV 3,2,3,1,3,2,1
20 ENV 5,2,-1,1:ENV 7,10,-1,5,30,0,1,10,1,10:ENT -7,2,-1,1,2,1,1,5,0,2:ENV 8,2,2,2,5,-1,2,1,-7,5:ENT -8,5,0,1,2,-1,1,2,1,1
30 MODE 1:BORDER 0:FOR t=0 TO 3:READ a:INK t,a:NEXT t:DATA 0,9,11,23
40 LOAD"!nemsis",49152:OPENOUT"d":MEMORY 999:CLOSEOUT
50 LOAD"!nemcode",1000
60 MODE 0:PEN 15:FOR t=0 TO 15:READ a:INK t,a:NEXT t:DATA 0,1,2,3,6,7,8,9,11,12,13,15,16,18,24,26
70 FOR i=&BE00 TO &BE1B:READ a$:POKE i,VAL("&"+a$):NEXT i:CALL &BE00
80 DATA 21,26,02,01,b0,01,36,00,23,0b,78,b1,20,f8,21,00,00,22,a3,9b,7d,32,a5,9b,c3,c5,95,4a
```

A very comprehensive cheat for a very popular game. ZUB as transferred by MASTERX [OPTION 2 extra] has been given a good going over by Gerard. If this whets your whistle, then I'll let you know what Gerard has lined up for forthcoming NEWSLETTERS - MORE cheats for GHOSTHUNTERS, SPACE HARRIER, XCEL and CURSE OF SHERWOOD. I'll sort two out for next issue.

GERARD's MULTI-CHEAT for ZUB

```
 10 MODE 1 : REM ZUB CHEATS BY ********* GERARD TOON *********
 20 ' This runs ZUB using b1,c1,d1,from MASTERX xfer
 30 ' b1,c1 and d1 should be renamed ZUB1,ZUB2 and ZUB3
 40 cs=0:FOR x=&BE90 TO &BF11:READ A$:p=VAL("&"+A$):cs=cs+p:POKE x,p:NEXT
 50 IF cs<>&340E THEN PRINT"Data Error...Check Data":END
 60 PRINT:PRINT
 70 PRINT"                    *******"
 80 PRINT"                    * ZUB *"
 90 PRINT"                    *******"
100 PRINT:PRINT
110 PRINT"    Do you want eternal life ? (y/n)":PRINT
120 GOSUB 190:IF i$="Y" THEN POKE &BEFD,0
130 PRINT"       Do you want aliens ? (y/n)":PRINT
140 GOSUB 190:IF i$="N" THEN POKE &BF02,&C9
150 PRINT"  How many platforms (1 to 17)";:INPUT i
160 IF i<1 OR i>17 THEN GOTO 150
170 POKE &BF07,(18-i):CALL &BE90
190 i$="":WHILE i$="":i$=INKEY$:WEND:i$=UPPER$(i$):RETURN
200 DATA 21,ff,ab,11,10,a4,0e,07,cd,ce,bc,21,11,bf,34,21,0e,bf,06,04
220 DATA 11,00,40,d5,cd,77,bc,e1,cd,83,bc,cd,7a,bc,00,21,10,40,3e,c9
240 DATA 77,32,b2,be,cd,00,40,21,40,00,22,a5,be,cd,9b,be,3e,10,01,00
260 DATA 00,3d,f5,c5,cd,32,bc,c1,f1,fe,00,20,f4,21,00,d0,22,a5,be,cd
280 DATA 9b,be,cd,37,bd,f3,21,00,d0,11,00,a0,01,00,11,ed,b0,21,00,e1
300 DATA 11,00,00,01,40,00,ed,b0,3e,3c,32,a2,43,3e,3e,32,75,45,3e,01
320 DATA 32,af,44,c3,00,9d,5a,55,42,30
```

WANT MORE? *STEPHEN BASFORD* an often "unsung" contributor to these pages has numerous pokes for "Specials" like ALIENS, KRAKOUT, HEADOVER HEELS etc. plus some for MASTERX transfers. A SSAE to Steve at *139 Wistaston Rd., CREWE, CHESHIRE CW2 7RH.*

MEDDLERS WANTED Looking for Amstrad minded pen-pushers are:
DAVID BURRELL 32 Lynwood Ave., CROMER, NEW SOUTH WALES, AUSTRALIA. David assures me that he is not responsible for the awful but compelling CELL BLOCK H, so I have put in his request. Owner of a 6128 + 51/4 2nd. Drive that work upside down, Dave is real keen on Downloading [Downunderloading ?] from MICROLINK et al - but it costs a bomb from Aussie. If anyone with similar interests/capabilities will get in touch David will obviously pay expenses involved for anything you can help him with. Is there any list of what's loadable from MICROLINK ? G'Day David.

JASON BROOKS 168 Tamworth Road, NEW SAWLEY, LONG EATON, NOTTS. NG10 3JU. Jason he of some routines elsewhere in this issue, and also has a "straighten out WILLOW PATTERN ex RAMDAM for 464 AND 6128" merely seeks a "Meddling Penpal". Write NOW !

ME... I'm looking for meddleresses with an interest in.....well I'm probably too old anyway !

BONZO ON ROM ? via *RODNEY TIPPING* 65 New Road, HORNSEA, NORTH HUMBERSIDE, HU18 IPH.
Rodney is your man to organise these black beetle affairs - he has the equipment and other gubbins to do the job for you. In the first instance drop him a line and a SAE telling him your needs, all will be revealed.

CURSED BE THE CITY from *CBTC. S JOHNSTON* 3 Halyard Terrace, AUCHTERTOOL . FIFE. KY2 5XR.

Is the title of a fine text adventure which you can get for £2.00 on tape, or just £1.50 dumped to YOUR disc. One of our many "meddleresses" wrote in to thank me for the recommendation - Kay W. says "it was excellent". And she finished GRIEF ENCOUNTER

WADAMIGONNAREADNOW?

ADVENTURE CONTACT *WATCH THIS SPACE* a "little bird" tells me that it is to be revived - news next month.

ADVENTURE PROBE from *ADVENTURE PROBE* 78 Merton Road, WIGAN, WN3 6AT. Salacious Sandra's offering. £1 gets the goodies !

ADVENTURE PROBLEMS ? Our very own PHIL THE DRUID will be happy to help with any INTERCEPTOR ADVENTURES. or SPYTREK, MINDSHADOW, FANTASIA DIAMOND. Don't forget the SSAE to *P.A.FERRIS* 6 Ferdinand Walk, COLCHESTER, ESSEX, CO4 3TS.

WACCI from *WACCI* 75 Greatfields Drive, HILLINGDON, UXBRIDGE. MIDDLESEX UB8 3QN. 50P. plus a GIANT SSAE gets the works :

SUGAR-CUBE ? from *STEVE BROKENSHIRE* 22 Beechwood Crescent. BROUGHTON, BRIGG, S.HUMBERSIDE DN20 0SB. Do as for WACCI !

FOR SALE An EINSTEIN [3" DRIVE !] complete with "pukka" monitor and over £500 worth of Software including many sought after utilities ! Wanted approx. £175. Contact *BRIAN BONNER* 3 East Court, NORTH WEMBLEY, MIDDLESEX. HA0 3QJ.

A PCW 8512, a few hours use only ! Current price £573......wanted offers over £400, contact Colin.

BONZO BLITZ - THE SPEEDLOCK CRACKER

Those of you that follow these things know that for some time now "Speedlock" loaders have defeated all the known utilities, some of which make great play out of reporting the large number that they can cope with - which still amounts to no more than can be done by the routines within BONZO SUPER MEDDLER.

I have finally produced a set of files that WILL greatly increase the transfer rate for "Speedlocks", and transfer them in a way that when run it would seem as though they are being loaded from tape - apart from the speed of the disc drive, of course ! The disc files DO NOT need renaming, they already bear a name based upon the first file name. No colour juggling, or mode setting - just RUN the transferred game - and away you go. Apart from all the "old" games as reported in OPTION 3, these have already been confirmed as BLITZ transfers: [NOTE that "Super Long Files" like MERCENARY still require "manual" hacking.]

GOONIES, XEVIOUS, GREAT ESCAPE, MIKIE, TOP GUN, LEADERBOARD TOURNAMENT, BMX SIMULATOR, ARMY MOVES, DONKEY KONG, ARKANOID, SILENT SERVICE, MINDSHADOW, LEGEND OF KAGE, SHORT CIRCUIT, SHAO LIN'S ROAD, YIE AR KUNG FU II, BRAINACHE, DALEY'S SUPERTEST, SARACEN, COBRA STALLONE, EXPRESS RAIDER, CRYSTAL CASTLES. WARLOCK, BEACH HEAD 1, MARIO BROTHERS, SLAPFIGHT, GAMEOVER, MAG MAX. HEADOVER HEELS, STREET HAWK, METRO CROSS, plus FIGHTER PILOT & KUNG FU MASTER from SOLD A MILLION III.

You can judge from the list that very up-to date versions of "Speedlocks" hold no threat to BONZO BLITZ.

It cannot possibly be an up-date to BSM, It is a specialised program with appeal to those that have a liking for the type of program that usually are "Speedlocked". The advertised price is £10.00 on disc, meddlers pay just

£8.00 for BONZO BLITZ disc

If BLITZ is your first BONZO program bought for £10 , then you can claim a £2.00 discount from any other BONZO program - fair ?

SPEEDLOCK EXPLAINED

This explanation of how they work will be as non-technical and as brief as possible. Now is the time to skip to "Finally" ! I will only mention once the apparent stupidity of wasting code on a "fanciful" routine that's sole purpose must be to prevent transfer to disc ! Tape to Tape machines are prolific. For convenience I will refer to the routine that actually loads in the headerless "flashy" sections as the KEY routine. The identifiable files, the first two. transfer to disc with OPTION 1 but are essentially useless alone.

The first of these files, very early on determines the location of the KEY routine from the values of DE and HL as set by AMSDOS for a "RUN" tape file. This is pushed to the stack. A routine is then called that sets up the mode and colours for the loading process and the standard jumpblock routines are then called to load in the second file. A number of parameters from these routines are pushed during the course of loading, with a RET at the end of loading as a result of pushed values causing a jump to the "header" file of the second routine. By pre-rigged values the header effects a run of critical timing Xoring of the file which has been loaded to &0040, and byte transferring to the KEY routine start address. On completion, as a result of previously pushed values the routine then jumps to the start address of the KEY routine [often, but not always, &BB00]

The KEY routine has yet more Xoring of a large portion of the KEY routine itself, again based upon "planted" values and critical timing. On completion a JUMP via a RET is made to the start of the loading routine proper, which is itself not yet complete. At this point the AMSDOS jump blocks do not exist.

The KEY routine then loads in a short "flashing" block to a specific address completing the KEY routine. This short block will usually contain the information regarding the start and length of the remaining "flashy" files. This block is jumped to in order to complete the loading process. Subject to an error byte remaining at zero [it is incremented if a loading error is detected] the initiallising routine for the game gets working. Several different methods are used, but commonly the jumpblocks are restored by direct calls to lower ROM, with a JUMP to the game start address, either as a C3 XX XX , a JP (HL), a LD HL,XXXX, PUSH HL, JP &BD37, or LD HL,XXXX, CALL &BD16. The latest version (as MAG MAX) loads the flashy file continuously from &C000 to the end of the routine in ram, perhaps a total of &E000 bytes.

FINALLY..

Still a mass of contributions from JAMIE. STEWART, PHIL, DEREK, PAUL, RON, et al awaiting slotting in ! So much good stuff comes in it is difficult to know what to leave out. I invariably leave out contributions from people I know well - they tend to understand the difficulty better ! Sorry if I've missed you out of this mega-meddlers issue !

NEWSLETTERS ? Back issues 50P. and SSAE each, except the 1-7 de-waffled summary at £1.75. Future issues 50P+SSAE, or advanced orders for 6 (maximum) at £3.00 and we pay postage and supply envelope. NEXT ISSUE ? I'll guess at mid September !

Regards..... Colin.   **NEMESIS**